Dragonborn Paladin of Bahamut

LEVEL 8 SOLDIER

MEDIUM NATURAL HUMANOID

AC 24 | FORT 21 | REF 19 | WILL 23 | HP/Bloodied 87/43

INIT +6 | SPD 5

Senses Perception +14

ATTACKS

(+) ***Radiant Longsword*** +14 vs AC; 1d8+3 + 5 rad

LIMITED POWERS

↓ **Bahamut's Blade** *Rchg* 5. +14 vs AC; 1d8+5 + 1d8 rad per adj dragon ally

↱ **Bahamut's Protection** Rg 5; switch positions with ally, then *cold breath* (even if already used)

⇙ **Cold Breath** Blast 3; +10 vs Ref; 3d6+2 cold

STR +7 (17) | CON +6 (15) | DEX +4 (10) | INT +6 (14) | WIS +9 (20) | CHA +7 (16)

D&D ROLEPLAYING STATS — Illus. Christopher Burdett

Grinning Imp

LEVEL 3 LURKER

TINY IMMORTAL HUMANOID (DEVIL)

AC 17 | FORT 15 | REF 15 | WILL 15 | HP/Bloodied 40/20

INIT +8 | SPD 4 | FLY 6 (Hv)

Senses Perception +8; darkvision

Resist 15 fire

ATTACKS: (+) **Bite** +7 vs AC; 1d6+2

LIMITED POWERS

↓ **Tail Sting** *Rchg* when uses *vanish*. +8 vs AC; 1d8+3 AND secondary atk, same target

Secondary Atk +5 vs Fort; ongoing 5 poison AND -2 Will (save ends both)

ABILITIES

Vanish Standard; invis 1 rd or until attacks.

SKILLS: Bluff +9, Stealth +8

STR +2 (12) | CON +4 (16) | DEX +4 (17) | INT +4 (16) | WIS +3 (14) | CHA +4 (16)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

Kuyutha, Exarch of Bahamut

LEVEL 23 ELITE CONTROLLER

LARGE IMMORTAL HUMANOID (DRAGONBORN)

AC 39 | FORT 38 | REF 35 | WILL 38 | HP/Bloodied 435/217

INIT +15 | SPD 6 | FLY 6

Senses Perception +17; darkvision

Resist 10 cold, 10 fire, 15 radiant

ATTACKS: (+) **Dragontalon Blade** +28 vs AC; 3d6+9

Dragonborn Fury +1 atk while bloodied.

LIMITED POWERS: **Action Point** 1

↓ **Bahamut's Blade** *Rchg when first bloodied.* +30 vs AC; 4d6+9 AND ongoing 10 rad AND blinded (save ends both)

⇙ **Coldfire Breath** *Rchg* 4. Blast 6; +26 vs Ref; 4d12 (half fire, half cold)

↱ **Draconic Healing** *Rchg* 4. 1 dragon within 20; heal 40 HP.

⇙ **Will of Bahamut** Burst 5; +25 vs Will; stunned 1 rd

ABILITIES: **Dragon Affinity** Dragon allies within 10 gain **Resist** 10 rad.

STR +20 (28) | CON +18 (25) | DEX +15 (18) | INT +16 (20) | WIS +17 (22) | CHA +20 (28)

D&D ROLEPLAYING STATS — Illus. William O'Connor

Infernal Armor

LEVEL 3 SOLDIER

MEDIUM IMMORTAL ANIMATE (DEVIL)

AC 19 | FORT 16 | REF 14 | WILL 15 | HP/Bloodied 48/24

INIT +5 | SPD 5

Senses Perception +2; darkvision

ATTACKS

(+) **Short Sword** +9 vs AC; 1d6+2

LIMITED POWERS

↓ **Gambit** *Rchg* when first bloodied. +12 vs AC; 4d6+2 AND this creature has -4 AC/Def 1 rd.

ABILITIES

Opening Move +4 spd on first turn.

Sacrificial Lamb Reaction, when destroyed; adj ally heals 15 hp.

STR +5 (15) | CON +4 (16) | DEX +3 (14) | INT -3 (2) | WIS +2 (12) | CHA +3 (14)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

Halfling Archer

LEVEL 4 SKIRMISHER

SMALL NATURAL HUMANOID

AC 19 | FORT 15 | REF 18 | WILL 14 | HP/Bloodied 54/27

INIT +9 | SPD 6

Senses Perception +8

Resist Save +5 fear

ATTACKS

(+) **Short Sword** +10 vs AC; 1d6+5

(+) **Shortbow** Rg 15/30; +9 vs AC; 1d6+5

LIMITED POWERS

↱ **Reactive Shot** Reaction, when hit by rg atk; (+) atk, no opp atk.

↱ **Skirmish Shot** Standard; rg 15/30; move spd before atk, +10 vs AC; 3d6+5

Second Chance Interrupt, when hit by atk; attacker rerolls and takes new result.

ABILITIES: Nimble Reaction +2 AC against opp atks.

SKILLS: Acrobatics +7, Thievery +7

STR +1 (9) | CON +4 (14) | DEX +7 (21) | INT +2 (11) | WIS +3 (13) | CHA +3 (12)

D&D ROLEPLAYING STATS — Illus. Emily Fiegenschuh

Rakshasa Assassin

LEVEL 17 SKIRMISHER

MEDIUM NATURAL HUMANOID

AC 31 | FORT 29 | REF 31 | WILL 29 | HP/Bloodied 160/80

INIT +16 | SPD 6

Senses Perception +16; low-light vision

ATTACKS

(+) **Short Sword** +22 vs. AC; 1d6+6

↓ **Double Attack** Standard; 2 (+) atks.

Cbt Adv +2d6 dmg

LIMITED POWERS

⇙ **Phantom Distraction** *Rchg* 5. Minor; burst 1; +20 vs Will; dazed 1 rd

ABILITIES

Deceptive Veil M humanoid

Shadow Form If moves at least 2, phasing until end of turn.

SKILLS: Acrobatics +18, Athletics +16, Bluff +17, Stealth +18

STR +12 (18) | CON +11 (16) | DEX +14 (22) | INT +9 (12) | WIS +11 (16) | CHA +12 (18)

D&D ROLEPLAYING STATS — Illus. David Griffith

Mezzodemon

LEVEL 11 SOLDIER

LARGE ELEMENTAL HUMANOID (DEMON)

AC 27 | FORT 25 | REF 22 | WILL 23 | HP/Bloodied 113/56

INIT +9 | SPD 6

Senses Perception +13; darkvision

Resist 20 poison, 10 var (2/enc)

ATTACKS

(+) **Trident** Reach 2; +18 vs AC; 1d8+5

↓ **Skewering Tines** Reach 2; + 18 vs AC; 1d8+5 AND ongoing 5 AND restrained (save ends both). This creature can't make (+) atks while target restrained.

LIMITED POWERS

⇙ **Poison Breath** *Rchg* 5. Blast 3, enemies only; +16 vs Fort; 2d6+3 poison AND ongoing 5 poison

STR +10 (20) | CON +8 (17) | DEX +7 (15) | INT +5 (10) | WIS +8 (16) | CHA +6 (13)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Tiefling Cleric of Asmodeus

LEVEL 7 CONTROLLER

MEDIUM NATURAL HUMANOID

AC 21 | FORT 19 | REF 17 | WILL 22 | HP/Bloodied 77/38

INIT +3 | SPD 6

Senses Perception +8; low-light vision

Resist 10 fire

ATTACKS

(+) **Mace** +12 vs AC; 1d8+3 + 1d8 nec

↱ **Lance of Faith** Rg 10; +12 vs Ref; 1d4+5 rad AND 1 ally has +2 atk against target next turn

LIMITED POWERS: Infernal Wrath +1 atk/+5 dmg to next atk against enemy that hit this creature since its last turn.

↱ **Sanctuary** Rg 10; self or 1 ally; +5 AC/Def 1 rd or until atk

✲ **Seal of the Righteous** Burst 2 within 10; if end turn in area, enemies take 2d8 rad, this creature and allies heal 5 hp. Lasts until end of encounter.

STR +6 (16) | CON +4 (13) | DEX +3 (11) | INT +5 (14) | WIS +8 (20) | CHA +5 (15)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

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Vicious Bearded Devil

MEDIUM IMMORTAL HUMANOID (DEVIL) — LEVEL 13 SOLDIER

INIT +10 | SPD 6

AC 29 | FORT 25 | REF 22 | WILL 23 | HP/Bloodied 129/64

Senses Perception +14; darkvision
Resist 20 fire

ATTACKS

(standard) **Glaive** Reach 2; +18 vs AC; 2d4+5 AND marked AND ongoing 5

Claw +18 vs. AC; 1d8+5

Battle Frenzy While bloodied, +2 atk and +5 dmg.

ABILITIES

Devilish Teamwork Adj allies have +2 AC.

STR +11 (20) | CON +9 (17) | DEX +8 (15) | INT +6 (10) | WIS +9 (16) | CHA +6 (11)

D&D ROLEPLAYING STATS — Illus. Jeffrey Carlisle

Lolthbound Goblin

SMALL NATURAL HUMANOID — LEVEL 3 SOLDIER

INIT +7 | SPD 6

AC 18 | FORT 13 | REF 16 | WILL 13 | HP/Bloodied 45/22

Senses Perception +3; low-light vision

ATTACKS

(standard) **War Pick** +9 vs AC; 1d8+4

LIMITED POWERS

Stinging Blow +11 vs AC; 1d8+4. If target taking ongoing poison dmg, increase +10.

Lolthbound Shriek Blast 5; +6 vs Fort; 2d10 thnd, drow and goblins immune

ABILITIES

Drow Ally +2 AC/Def while drow ally within 5.

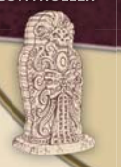
Goblin Tactics Reaction, when missed by atk; shift 1.

STR +3 (14) | CON +2 (13) | DEX +5 (18) | INT +0 (8) | WIS +3 (15) | CHA +0 (9)

D&D ROLEPLAYING STATS — Illus. David Griffith

Deathgrasp Sarcophagus

MEDIUM ELEMENTAL ANIMATE (CONSTRUCT) — LEVEL 10 CONTROLLER



INIT +0 | SPD –

AC 26 | FORT 20 | REF 22 | WILL 24 | HP/Bloodied 103/51

Senses Perception +8; darkvision
Immune nec, poison

ATTACKS

Claws of the Hungry Dead *Rchg* 5. Reach 4; +16 vs Ref; 3d6+6 AND entombed.

Entombed Remove target from battle map. When it activates, it can only make a (standard) attack against this creature. If this creature destroyed, return target to square this creature occupied.

Grave Mist Each creature ending turn within 2 takes 5 poison and has -2 atk next turn.

ABILITIES

Teleport Move; 7 squares in line of sight.

STR +0 (1) | CON +7 (15) | DEX +0 (1) | INT +9 (18) | WIS +8 (16) | CHA +11 (23)

D&D ROLEPLAYING STATS — Illus. Jeffrey Carlisle

Runespiral Demon

SMALL ELEMENTAL BEAST (DEMON) — LEVEL 5 SKIRMISHER

INIT +8 | SPD 7

AC 19 | FORT 16 | REF 19 | WILL 17 | HP/Bloodied 63/31

Senses Perception +5
Resist 10 var (1/enc)

ATTACKS

(standard) **Bite** +10 vs AC; 1d10+4

Arcane Arc +11 vs Ref; 1d8+3 lgt. If charges, atk each adj enemy once during charge.

ABILITIES

Defensive Mobility +2 AC against opp atks while moving.

Lightning Speed +1 spd per enemy this creature damaged last turn.

STR +3 (13) | CON +4 (15) | DEX +6 (19) | INT -2 (3) | WIS +5 (16) | CHA +3 (12)

D&D ROLEPLAYING STATS — Illus. Tomás Giorello

Drow Adventurer

MEDIUM FEY HUMANOID — LEVEL 7 SKIRMISHER

INIT +10 | SPD 7

AC 22 | FORT 17 | REF 21 | WILL 19 | HP/Bloodied 80/40

Senses Perception +6; darkvision

ATTACKS: (standard) **Fangblade** +12 vs AC; 1d8+5

(ranged) **Shuriken** Rg 5/10; +13 vs AC; 2d4+5

LIMITED POWERS

Venom Blast *Rchg* 3. +10 vs Ref; 2d8+5 AND ongoing 10 poison AND secondary atk

Secondary Atk All enemies adj to target; +10 vs Fort; ongoing 10 poison

(ranged) **Darkfire** Minor; rg 10; +10 vs Ref: negate target's conceal/invis, target grants cbt adv.

ABILITIES: Mobile Melee Atk

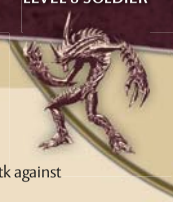
SKILLS: Acrobatics +13, Stealth +15

STR +4 (12) | CON +5 (15) | DEX +8 (20) | INT +4 (12) | WIS +6 (16) | CHA +3 (10)

D&D ROLEPLAYING STATS — Illus. Emily Fiegenschuh

Shardsoul Slayer

MEDIUM ELEMENTAL ANIMATE (CONSTRUCT) — LEVEL 8 SOLDIER



INIT +13 | SPD 6 | JMP 4

AC 23 | FORT 21 | REF 20 | WILL 18 | HP/Bloodied 90/45

Senses Perception +5; darkvision
Immune disease, poison **Resist** 5 rad

ATTACKS: (standard) **Claw** +14 vs AC; 1d8+5 AND marked

Focused Killer Interrupt, when adj enemy shifts; (standard) atk against that enemy.

Skyfall Charge +1d8 dmg charging.

LIMITED POWERS: Shardsoul Release Reaction, when destroyed; shardsoul ally within 10 takes extra std action next 2 turns.

Slaying Frenzy *Rchg* 5. 2 (standard) atks; if 1 hits marked target or both hit same target, dazed 1 rd.

ABILITIES: Deranging Aura aura 5; -2 atk/+2 dmg, enemies that miss this creature make (standard) atk against nearest ally

STR +9 (21) | CON +7 (17) | DEX +8 (18) | INT +2 (6) | WIS +0 (3) | CHA +6 (15)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

Drow Demonbinder

MEDIUM FEY HUMANOID — LEVEL 10 CONTROLLER

INIT +8 | SPD 7

AC 21 | FORT 19 | REF 21 | WILL 23 | HP/Bloodied 100/50

Senses Perception +6; darkvision

ATTACKS

(standard) **Eldritch Touch** +13 vs AC; 2d6+3 acid

(ranged) **Acid Blast** Rg 10; +11 vs Ref; 2d6+5 acid

Eldritch Support Reaction, when enemy within 10 provokes opp atk from demon or shifts when adj to demon; *acid blast* against that enemy.

LIMITED POWERS

Arms of the Marilith *Rchg* 5. Standard; 6 atks, +11 vs AC each; 1d6+3

Wings of the Vrock *Rchg* when first bloodied. Minor; personal; +2 spd and fly (hover) this turn.

STR +6 (12) | CON +6 (13) | DEX +8 (17) | INT +7 (14) | WIS +6 (12) | CHA +10 (21)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

Solamith

LARGE ELEMENTAL HUMANOID (DEMON) — LEVEL 12 ARTILLERY

INIT +7 | SPD 8

AC 24 | FORT 26 | REF 22 | WILL 24 | HP/Bloodied 100/50

Senses Perception +8
Immune dmg from *soulfire* effects
Resist 15 var (1/enc)

ATTACKS

(standard) **Claw** Reach 2; +16 vs AC; 2d8+4

(close) **Soulfire** Burst 3 within 10; +16 vs Ref; 2d8+6 + 3d8 fire AND this creature takes 5 dmg. It can take +5 dmg to increase burst to 6.

LIMITED POWERS

Soulfire Retort Reaction, when damaged by enemy atk; blast 3; +15 vs Ref; 2d8+6 + 3d8 fire

STR +10 (18) | CON +12 (23) | DEX +7 (13) | INT +3 (4) | WIS +8 (14) | CHA +6 (11)

D&D ROLEPLAYING STATS — Illus. Richard Whitters

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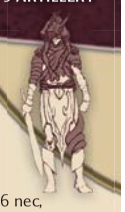
Soulrider Devil
MEDIUM IMMORTAL HUMANOID (DEVIL) — LEVEL 9 ARTILLERY



AC 22 | FORT 19 | REF 24 | WILL 20 | HP/Bloodied 72/36

INIT +6 | SPD 7

Senses Perception +6

ATTACKS

Longsword +14 vs AC; 1d8+2

LIMITED POWERS

Black Chill Blast Blast 5; +11 vs Ref; 2d4+6 cold + 2d4+6 nec, 2d4+6 nec on miss

Acid Flame Burst 2 within 10; +11 vs Ref; 3d10+6 fire AND ongoing 10 acid, half fire only on miss

ABILITIES

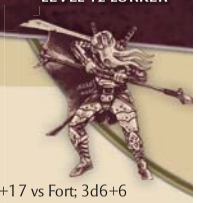
Arcane Sacrifice Move; personal; take 10 dmg, *Rchg* 1 limited power.

Mental Control If forced to atk random target, atks allies instead.

STR +6 (15) | CON +5 (12) | DEX +6 (14) | INT +10 (22) | WIS +6 (15) | CHA +7 (17)

D&D ROLEPLAYING STATS — Illus. Richard Whitters

Shadow Flayer
MEDIUM ABERRANT HUMANOID — LEVEL 12 LURKER



AC 26 | FORT 23 | REF 26 | WILL 24 | HP/Bloodied 90/45

INIT +16 | SPD 8

Senses Perception +13; darkvision

ATTACKS: **Longspear** Reach 2; +17 vs AC; 1d10+6 AND ongoing 5 poison

Tentacles +17 vs AC; 2d6+6 AND grabbed

Bore into Brain Grabbed or stunned living target; +17 vs Fort; 3d6+6 AND stunned 1 rd. Dies at 0 hp.

Cbt Adv +10 dmg. Enemy this creature has cbt adv against has -4 atk against it.

LIMITED POWERS: **Mind Blast** *Rchg* 4. Blast 5; +16 vs Will; 2d8+4 psy AND dazed (save ends), half dmg only on miss.

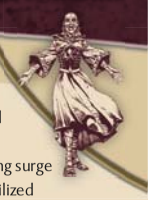
Shadowcloak *Rchg* 5. Minor; invis 1 rd.

SKILLS: Acrobatics +17, Athletics +13, Bluff +15, Stealth +17, Thievery +17

STR +8 (15) | CON +7 (12) | DEX +12 (22) | INT +9 (16) | WIS +8 (14) | CHA +10 (19)

D&D ROLEPLAYING STATS — Illus. Adam Gillespie

Deathlock Wight
MEDIUM NATURAL HUMANOID (UNDEAD) — LEVEL 4 CONTROLLER



AC 18 | FORT 15 | REF 16 | WILL 17 | HP/Bloodied 54/27

INIT +4 | SPD 6

Senses Perception +1; darkvision

Immune disease, poison **Resist** 10 nec **Vuln** 5 rad

ATTACKS

Claw +9 vs AC; 1d6+2 nec AND target loses 1 healing surge

Grave Bolt Rg 20; +6 vs Ref; 1d6+4 nec AND immobilized (save ends)

LIMITED POWERS:

Horrific Visage (Fear) *Rchg* 4. Blast 5; +7 vs Will AND push 3

Reanimate Minor; rg 10; destroyed undead of up to this creature's lvl + 2 regains 1/4 hp and stands.

STR +2 (10) | CON +4 (14) | DEX +4 (14) | INT +5 (16) | WIS +1 (9) | CHA +6 (18)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

Spiderbound Drow Warrior
MEDIUM FEY HUMANOID — LEVEL 12 SOLDIER

AC 28 | FORT 24 | REF 24 | WILL 24 | HP/Bloodied 120/60

INIT +13 | SPD 7

Senses Perception +9; darkvision

Resist save +2

ATTACKS: Longsword +20 vs AC; 2d8+6

LIMITED POWERS

Spiderbound Shield Minor; place M spider in adj square AND this creature has -4 AC; lasts 1 rd.

Spider: +18 vs Fort; 2d8+4 AND ongoing 10 poison

Darkfire Minor; rg 10; +18 vs Ref; negate target's conceal/invis, target grants cbt adv.

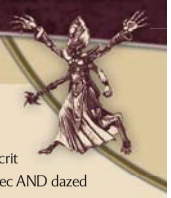
ABILITIES

Surrounding Webs While this creature is bloodied, all adj squares are diff terrain for enemies.

STR +12 (22) | CON +8 (15) | DEX +11 (20) | INT +8 (14) | WIS +9 (16) | CHA +10 (18)

D&D ROLEPLAYING STATS — Illus. Emily Fiegenschuh

Draegloth Favored One
LARGE ELEMENTAL HUMANOID (DEMON) — LEVEL 16 ELITE CONTROLLER



AC 32 | FORT 30 | REF 28 | WILL 32 | HP/Bloodied 308/154

INIT +12 | SPD 6 | JMP 5

Senses Perception +21; darkvision

Resist var 10 (1/enc); save +2

ATTACKS

Flaying Rod Reach 2; +22 vs AC; 2d6+6, stunned 1 rd on crit

Castigation Beam Rg 10; 2 targets, +20 vs Ref; 2d6+4 nec AND dazed (save ends)

Quick Bite Free, when hits with atk; reach 2; +22 vs AC; 1d6+6

LIMITED POWERS

Darkfire Minor; rg 10; +20 vs Ref; negate conceal/invis, target grants cbt adv.

Lolth's Blight *Rchg* 5. Burst 4 within 20; +18 vs Will; 3d10+6 2d6+3 nec AND dazed (save ends), half dmg only on miss

Overshadow Burst 5 within 10; atk creatres without darkvision; +20 vs Will; 1d4+8 nec AND blinded (save ends); darkness until end of enc.

STR +14 (22) | CON +12 (18) | DEX +12 (19) | INT +9 (12) | WIS +16 (26) | CHA +11 (16)

D&D ROLEPLAYING STATS — Illus. David Griffith

Thoon Hulk
LARGE ABERRANT ANIMATE — LEVEL 14 BRUTE

AC 21 | FORT 18 | REF 18 | WILL 14 | HP/Bloodied 173/86

INIT +9 | SPD 5

Senses Perception +12

Resist 5 poison

ATTACKS

Arm-Axe Reach 2; +17 vs AC; 4d6+7, push 3 on crit

Attack Overdrive Minor; take 10 dmg for +2 atk and +2d6 dmg 1 rd.

Defense Overdrive Minor; take 10 dmg for +2 AC/Def 1 rd.

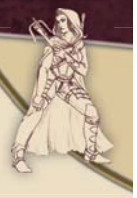
LIMITED POWERS

Bore into Brain Grabbed or stunned living target; +15 vs Fort; 2d10+2 AND stunned 1 rd. Dies at 0 hp.

STR +13 (24) | CON +12 (23) | DEX +9 (15) | INT +2 (1) | WIS +12 (20) | CHA +10 (16)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

Drow Assassin
MEDIUM FEY HUMANOID — LEVEL 2 LURKER



AC 18 | FORT 15 | REF 18 | WILL 15 | HP/Bloodied 28/14

INIT +8 | SPD 7

Senses Perception +6; darkvision

ATTACKS

Short Sword +6 vs AC; 1d6+3

Hand Crossbow Rg 10/20; +6 vs AC; 2d6+3

Cbt Adv +5 dmg

LIMITED POWERS

Sniper's Fang *Rchg* if doesn't attack on its turn. Rg 10/20; +8 vs AC; 1d6+3 AND ongoing 5 poison.

ABILITIES

Darkness Cloak +5 AC/Def if didn't attack last turn.

SKILLS: Stealth +11

STR +2 (12) | CON +1 (10) | DEX +4 (17) | INT +1 (10) | WIS +1 (11) | CHA +3 (14)

D&D ROLEPLAYING STATS — Illus. Emily Fiegenschuh

Black Dragon Lurker (Young)
LARGE NATURAL MAGICAL BEAST (AQUATIC, DRAGON) — LEVEL 4 SOLO LURKER

AC 22 | FORT 18 | REF 20 | WILL 17 | HP/Bloodied 224/112

INIT +11 | SPD 7 | FLY 7 (CI) | SWM 7

Senses Perception +9; darkvision **Resist** 15 acid; save +5

ATTACKS

Bite Reach 2; +10 vs AC; 1d6+3 AND ongoing 5 acid

Claw Reach 2; +8 vs. AC; 1d4+3 **Double Atk** Standard; 2 claw atks.

Tail Slash Reaction, when missed by atk, against attacker; reach 2; +8 vs AC; 1d6+4 AND push 1

LIMITED POWERS: **Action Points** 2

Frightful Presence Burst 5, enemies only; +5 vs Will; stunned 1 rd. *Aftereffect* -2 atk (save ends).

Cloud of Darkness *Rchg* 4. Burst 2; lasts 1 rd; blocks LOS, all others blinded.

Breath Wpn *Rchg* 5. Blast 5; +7 vs Ref; 1d12+3 acid AND ongoing 10 acid AND -4 AC (save ends both).

Bloodied Breath Reaction, when first Bloodied; *breath wpn*.

STR +5 (16) | CON +5 (16) | DEX +7 (20) | INT +3 (12) | WIS +4 (15) | CHA +2 (10)

D&D ROLEPLAYING STATS — Illus. David Griffith

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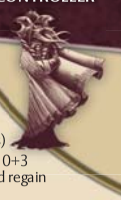
Concord Illithid

MEDIUM ABERRANT HUMANOID — LEVEL 14 ELITE CONTROLLER



INIT +11 | SPD 7

AC 30 | FORT 26 | REF 28 | WILL 30 | HP/Bloodied 274/137

Senses Perception +11 **Resist** save +2

ATTACKS: (+) **Tentacles** +19 vs AC; 3d6+4 AND grabbed

(↷) **Mind Warp** Rg 5; +22 vs Will; 1d10+15 AND stunned (save ends)

(+) **Bore into Brain** Grabbed or stunned living target; +22 vs Fort; 4d10+3 AND stunned 1 rd. If target reduced to 0 hp, choose 1: Kill target and regain 25 hp; or *create thrall*.

Create Thrall (Charm) Dominated (no save), 1/2 HP, immune *mind blast*, +5 Will while within 10 of controller.

Interpose Thrall Reaction, when targeted by (+) atk; redirect dmg to adj thrall.

LIMITED POWERS: Action Point 1. (⇜) **Mind Blast** *Rchg* 5. Blast 10; +18 vs Will; 1d10+7 psy AND dazed (save ends), half dmg only on miss.

(↷) **Enslave** (Charm) *Rchg* 5. Rg 10; +17 vs Will; (as *create thrall*, but save ends), only 1 at a time.

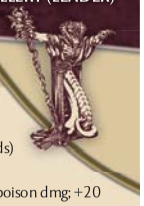
ABILITIES: Focus Field aura 10; allies have +2 atk with psy dmg.

STR +9 (15)	CON +10 (17)	DEX +11 (18)	INT +12 (21)	WIS +11 (19)	CHA +14 (24)

D&D ROLEPLAYING STATS — Illus. Adam Gillespie

Yuan-Ti Malison Incanter

MEDIUM NATURAL HUMANOID (REPTILE) — LEVEL 15 ARTILLERY (LEADER)



INIT +13 | SPD 7

AC 29 | FORT 26 | REF 27 | WILL 27 | HP/Bloodied 118/59

Senses Perception +13 **Resist 10** poison

ATTACKS: (+) **Bite** +16 vs Fort; 1d6+6 AND ongoing 5 poison

(↷) **Mindwarp** Rg 20; +20 vs AC; 2d6+7 psy and dazed (save ends)

LIMITED POWERS

(↷) **Zehir's Venom** (Poison) *Rchg* 4. Rg 10, target taking ongoing poison dmg; +20 vs Fort; 2d10+6 poison AND dazed (save ends).

(↷) **Poisoned Domination** *Rchg* when first bloodied. Rg 5, target taking ongoing poison dmg; +20 vs Will; dominated 1 rd. *Aftereffect* Dazed (save ends).

Deflect Atk *Rchg* 5. Interrupt, when hit by atk; redirect dmg to adj ally.

ABILITIES: Slither Away While bloodied, +2 spd and +5 Def.

Zehir's Shield aura 10; allies +2 Def.

STR +10 (16)	CON +13 (22)	DEX +13 (22)	INT +14 (25)	WIS +13 (22)	CHA +14 (25)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Phaseweb Spider

LARGE IMMORTAL BEAST (SPIDER) — LEVEL 10 LURKER

INIT +14 | SPD 7 | CLB 7

AC 25 | FORT 21 | REF 24 | WILL 20 | HP/Bloodied 84/42

Senses Perception +7; darkvision, tremorsense 5

ATTACKS

(+) **Bite** Reach 2; +15 vs AC; 1d4+5 AND ongoing 5 poison

LIMITED POWERS

(⇜) **Phase Web** *Rchg* 4. Blast 3; +13 vs Ref; 1d6+4 AND immobilized (save ends). When target saves, tport it 4.

ABILITIES: Phasing

Join the Fray Move; tport adj to demon or spider ally in line of sight.

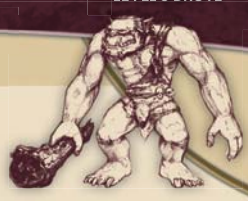
SKILLS: Stealth +15

STR +8 (17)	CON +9 (18)	DEX +10 (21)	INT +1 (2)	WIS +7 (14)	CHA +4 (9)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Ogre Pulverizer

LARGE NATURAL HUMANOID — LEVEL 8 BRUTE



INIT +4 | SPD 8

AC 19 | FORT 21 | REF 16 | WILL 16 | HP/Bloodied 111/55

Senses Perception +4

ATTACKS

(+) **Greatclub** Reach 2; +11 vs AC; 1d10+5

LIMITED POWERS

(+) **Angry Smash** *Rchg* 6. Reach 2; (+) atk; roll twice and use better result.

STR +9 (21)	CON +9 (21)	DEX +4 (11)	INT +1 (4)	WIS +4 (11)	CHA +2 (6)

D&D ROLEPLAYING STATS — Illus. Doug Kovacs

Skull Lord

MEDIUM NATURAL HUMANOID (UNDEAD) — LEVEL 10 ARTILLERY (LEADER)

INIT +8 | SPD 6

AC 24 | FORT 21 | REF 22 | WILL 23 | HP/Bloodied 40/20

Senses Perception +7; darkvision

Immune disease, poison **Resist** 10 nec **Vuln** 5 rad

ATTACKS: (+) **Bone Staff** +13 vs AC; 1d8+2 + 1d6 nec

(↷) **Skull of Bonechilling Fear** (Fear) Minor (1/rd); rg 10; +15 vs Will; 1d6+3 cold AND push 5

(↷) **Skull of Death's Command** Minor (1/rd); rg 10; restore to full hp a destroyed undead minion up to this creature's lvl + 2.

(↷) **Skull of Withering Flame** Minor (1/rd); rg 10; +15 vs Fort; 2d6+3 fire, nec

ABILITIES: Master of the Grave aura 2; undead allies gain regen 5 and +2 save. Ends when *skull of death's command* is lost.

Triple Skulls When reduced to 0 HP, loses 1 random skull power and heals to full HP; destroyed when all skull powers lost.

STR +7 (14)	CON +8 (17)	DEX +8 (16)	INT +8 (16)	WIS +7 (15)	CHA +10 (21)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

Stormrage Blue Dragon (Adult)

LARGE NATURAL MAGICAL BEAST (DRAGON) — LEVEL 13 SOLO ARTILLERY

INIT +9 | SPD 8 | FLY 10(Hv)

AC 30 | FORT 31 | REF 28 | WILL 27 | HP/Bloodied 655/327

Senses Perception +13; darkvision **Resist** 20 lgt; save +5

ATTACKS: (+) **Gore** Reach 2; +18 vs AC; 1d8+6 + 1d6 lgt AND push 1 AND prone

(+) **Claw** Reach 2; +16 vs AC; 1d6+6

(+) **Draconic Fury** Standard; 1 gore and 2 claw atks.

(✲) **Lightning Burst** Burst 3 within 20; +18 vs Ref; 2d6+4 lgt, half on miss

LIMITED POWERS: Action Points 2

(⇜) **Frightful Presence** Burst 5, enemies only; +18 vs Will; stunned 1 rd. *Aftereffect* -2 atk (save ends).

(⇜) **Breath Wpn** *Rchg* 5. 3 targets, 1st within 10, next 2 within 10 of each other; +18 vs Ref; 2d12+10 lgt, half on miss

Bloodied Breath Reaction, when first Bloodied; *breath wpn*.

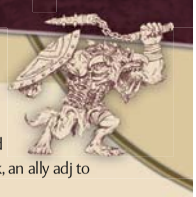
ABILITIES: Overland Flight 15

STR +12 (23)	CON +10 (19)	DEX +9 (16)	INT +7 (13)	WIS +8 (14)	CHA +8 (14)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

Gnoll Demon Adept

MEDIUM NATURAL HUMANOID — LEVEL 8 BRUTE



INIT +6 | SPD 6

AC 20 | FORT 21 | REF 18 | WILL 18 | HP/Bloodied 106/53

Senses Perception +7; low-light vision

ATTACKS: (+) **Heavy Flail** +13 vs AC; 2d6+5 (2d6 +7 bloodied) and target prone if bloodied

Bloodthirst If enemy bloodied by this creature's (+) atk, an ally adj to that enemy can make immed (+) atk against it.

Pack Attack +5 (+) dmg against target adj to 2 or more of this creature's allies.

LIMITED POWERS

Overwhelming Attack Free; *bloodthirst* to 2 allies.

ABILITIES

Leader of the Pack aura 5; allies have +1 atk (+2 atk while this creature bloodied).

STR +9 (20)	CON +7 (16)	DEX +6 (14)	INT +5 (13)	WIS +5 (12)	CHA +6 (15)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Bugbear Strangler

MEDIUM NATURAL HUMANOID (GOBLIN) — LEVEL 6 LURKER

INIT +11 | SPD 7

AC 21 | FORT 18 | REF 18 | WILL 16 | HP/Bloodied 58/29

Senses Perception +5; low-light vision

ATTACKS: (+) **Morningstar** +10 vs AC; 1d12+4

(+) **Strangle** Requires cbt adv, +9 vs Ref; 1d10+4 AND grabbed; escape at -4. *Sustain* standard.

LIMITED POWERS

Body Shield *Rchg* 4. Interrupt, when targeted by (+) or (↷) atk against Ref or AC; change target to grabbed enemy (can't redirect grabbed enemy's atk).

Predatory Eye Minor; +1d6 dmg on next atk with cbt adv; must use by end of next turn.

SKILLS: Stealth +14

STR +7 (18)	CON +6 (16)	DEX +7 (18)	INT +3 (10)	WIS +5 (14)	CHA +3 (10)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

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Bugbear Warrior

MEDIUM NATURAL HUMANOID (GOBLIN) — LEVEL 5 BRUTE

AC 18 | FORT 17 | REF 15 | WILL 14 | HP/Bloodied 76/38

INIT +5 | SPD 6

Senses Perception +4; low-light vision

ATTACKS

Morningstar +7 vs AC; 1d12+6

LIMITED POWERS

Predatory Eye Minor; +1d6 dmg on next atk with cbt adv; must use by end of next turn.

Skullthumper Requires cbt adv, +5 vs Fort; 1d12+6 AND prone AND dazed (save ends)

SKILLS: Stealth +12

STR +7 (20) | CON +5 (16) | DEX +5 (16) | INT +2 (10) | WIS +4 (14) | CHA +2 (10)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

Autumn Wind Ranger

MEDIUM FEY HUMANOID (ELF) — LEVEL 9 SKIRMISHER

AC 23 | FORT 19 | REF 23 | WILL 21 | HP/Bloodied 94/47

INIT +12 | SPD 7

Senses Perception +15; low-light vision

ATTACKS: ***Sylvan Longsword*** +15 vs AC; 2d8+6, +5 dmg while adj to beast ally

Longbow Rg 20/40; +14 vs AC; 2d8+6

LIMITED POWERS

Elven Accurancy Reroll 1 atk roll and use second result.

Not So Close Reaction, when missed by atk; shift 1 and make atk against attacker.

Ricochet Shot *Rchg* when hits with atk. Rg 5; +14 vs AC; 2d8+6. On hit, repeat against another target within LOS of first (max 1/rd).

ABILITIES: **Wild Step** Ignore diff terrain when shifting.

STR +4 (10) | CON +6 (14) | DEX +10 (22) | INT +5 (12) | WIS +8 (18) | CHA +5 (13)

D&D ROLEPLAYING STATS — Illus. Adam Gillespie

Human Bandit

MEDIUM NATURAL HUMANOID — LEVEL 2 SKIRMISHER

AC 16 | FORT 12 | REF 14 | WILL 12 | HP/Bloodied 37/18

INIT +6 | SPD 6

Senses Perception +1

ATTACKS

Mace +4 vs AC; 1d8+1 AND this creature shifts 1

Dagger Rg 5/10; +6 vs AC; 1d4+3

Cbt Adv +1d6 dmg

LIMITED POWERS

Dazing Strike +4 vs. AC; 1d8+1 AND dazed 1 rd AND this creature shifts 1

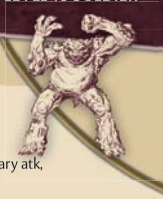
SKILLS: Stealth +9, Thievery +9

STR +2 (12) | CON +2 (13) | DEX +4 (17) | INT +1 (10) | WIS +1 (11) | CHA +2 (12)

D&D ROLEPLAYING STATS — Illus. Jeffrey Carlisle

Blood Slaad

LARGE ELEMENTAL HUMANOID — LEVEL 15 SOLDIER



AC 29 | FORT 28 | REF 24 | WILL 25 | HP/Bloodied 146/73

INIT +13 | SPD 8

Senses Perception +8; low-light vision

Immune *chaos phage*

ATTACKS: **Bite** Reach 2; +21 vs AC; 2d8+6

Claw (Disease) Reach 2; +21 vs AC; 1d6+3 AND secondary atk, same target

Secondary Atk +19 vs Fort; *chaos phage*

Leaping Pounce Standard; shift 4, 2 claw atks; if either hits, marked

Chaos Phage (Lvl 16 disease); Endurance stable DC 26, improve DC 31.

1. Slaad embryo implanted.
2. -2 Will; while bloodied, target's standard action is against nearest creature.
3. Target dies and slaad tadpole hatches.

LIMITED POWERS: **Horrid Croak** Blast 5; +19 vs Fort; immob 1 r

ABILITIES: Tport 4 — **SKILLS:** Athletics +15, Stealth +16

STR +10 (17) | CON +11 (18) | DEX +11 (19) | INT +7 (11) | WIS +8 (12) | CHA +9 (15)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

Spiretop Drake

SMALL NATURAL BEAST (REPTILE) — LEVEL 1 SKIRMISHER

AC 16 | FORT 11 | REF 14 | WILL 13 | HP/Bloodied 29/14

INIT +6 | SPD 4 | FLY 8(Hv)

Senses Perception +3

ATTACKS

Bite +6 vs AC; 1d6+4

Snatch +4 vs. Ref; 1 dmg AND steal small object from target.

Flyby Atk Fly up to 8 and make atk at any point, no opp atks when moving away from target.

STR +0 (11) | CON +1 (13) | DEX +4 (18) | INT -4 (3) | WIS +3 (16) | CHA +0 (11)

D&D ROLEPLAYING STATS — Illus. Jeffrey Carlisle

Brutal Ogre Warhulk

LARGE NATURAL HUMANOID — LEVEL 11 ELITE BRUTE

AC 25 | FORT 26 | REF 21 | WILL 21 | HP/Bloodied 268/143

INIT +6 | SPD 8

Senses Perception +6

Resist save +2

ATTACKS

Heavy Flail Reach 2; +14 vs AC; 2d8+6 AND prone

LIMITED POWERS: **Action Point 1**

Flail Hurricane Burst 2; +12 vs AC; 2d8+6 AND prone if M or smaller

STR +11 (22) | CON +11 (23) | DEX +6 (12) | INT +2 (4) | WIS +6 (12) | CHA +3 (6)

D&D ROLEPLAYING STATS — Illus. Doug Kovacs

Scythejaw

MEDIUM NATURAL ANIMATE (CONSTRUCT) — LEVEL 9 LURKER

AC 24 | FORT 23 | REF 18 | WILL 21 | HP/Bloodied 82/41

INIT +9 | SPD 4

Senses Perception +7; blind, blindsight 10

Immune poison

ATTACKS

Iron Jaws +15 vs AC; 1d12+6

Cbt Adv +10 dmg

Opportune Trap +10 dmg with opp atk.

LIMITED POWERS

Clampdown *Rchg* when first bloodied. Reaction, when adj enemy misses with atk; +17 vs Ref; 2d12+6 AND immobilized (save ends). Immobilized ends if this creature attacks.

STR +6 (14) | CON +10 (22) | DEX +5 (12) | INT -1 (1) | WIS +7 (16) | CHA +5 (12)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

Curse Slaad

LARGE ELEMENTAL HUMANOID — LEVEL 18 CONTROLLER

AC 32 | FORT 30 | REF 29 | WILL 31 | HP/Bloodied 173/86

INIT +11 | SPD 6

Senses Perception +17; low-light vision **Immune** *chaos phage*

ATTACKS: **Claws** (Disease) Reach 2; +23 vs AC; 2d10+3 AND secondary atk, same target

Secondary Atk +21 vs Fort; chaos phage

Chaos Bolt Rg 10; +21 vs Will; 1d20+4 AND dazed 1 rd

Chaos Phage (Lvl 16 disease); Endurance stable DC 26, improve DC 31. 1. Slaad tadpole implanted. 2.-2 Will; while bloodied, target's standard action is against nearest creature. 3. Target dies and slaad tadpole hatches.

LIMITED POWERS

Croak of Chaos Burst 4, enemies only; +21 vs Fort; 1d10+6 AND slide 4

Transpose Target *Rchg* 6. Rg 10; +21 vs. Ref; 1d10+6, and target tports 10 to unoccupied space in LOS (slaad's choice).

ABILITIES: Tport 6 — **SKILLS:** Athletics +17, Stealth +16

STR +12 (17) | CON +14 (21) | DEX +11 (14) | INT +11 (15) | WIS +12 (17) | CHA +13 (18)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

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Cyclops Hewer
LARGE FEY HUMANOID — LEVEL 16 SOLDIER

AC 33 | FORT 31 | REF 27 | WILL 29 | HP/Bloodied 158/79

INIT +13 | SPD 8

Senses Perception +18; truesight 6

ATTACKS

(+) **Battleaxe** Reach 2; +23 vs AC; 1d12+7

(↷) **Evil Eye** Minor; rg 20; choose target (1 at a time).

- Reaction, when target misses ally with ↓ atk; (+) atk against target.
- Reaction, when target moves out of reach, shift 1 toward target.

STR +15 (25) | CON +14 (22) | DEX +11 (16) | INT +8 (10) | WIS +13 (20) | CHA +9 (13)

D&D ROLEPLAYING STATS — Illus. David Griffith

Warforged Battle Champion
MEDIUM NATURAL HUMANOID (LIVING CONSTRUCT) — LEVEL 6 SOLDIER (LEADER)

AC 22 | FORT 20 | REF 17 | WILL 18 | HP/Bloodied 72/36

INIT +7 | SPD 5

Senses Perception +4 **Resist** save +2 ongoing dmg

ATTACKS

(+) **Glaive** Reach 2; +11 vs AC; 2d4+5 AND marked

Battlefield Tactics +1 ↓ atk while ally adj to target.

LIMITED POWERS

↓ **Tactical Switch** *Rchg* 4. (+) atk. On hit, slide 1 AND this creature or an ally within 10 can shift 1.

Warforged Resolve Reaction, when first bloodied; +18 temp HP.

SKILLS: Endurance +11

STR +8 (20) | CON +6 (16) | DEX +5 (14) | INT +3 (10) | WIS +4 (12) | CHA +6 (16)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Ettin Spirit-Talker
LARGE NATURAL HUMANOID (GIANT) — LEVEL 12 ELITE CONTROLLER

AC 28 | FORT 27 | REF 21 | WILL 26 | HP/Bloodied 252/126

INIT +6 | SPD 6

Senses Perception +17

Resist save +2

ATTACKS

(+) **Club** Reach 2; +17 vs AC; 1d8+7 AND push 1

↷ **Curse of Shattered Bone** Rg 10; +15 vs Will; 1 rd, auto crit +1d12 dmg next time hits target with ↓ atk.

LIMITED POWERS: **Action Point** 1

⇜ **Spirit Call** *Rchg* 5. Burst 5; +15 vs. Fort; 2d6+6 nec AND slide 3

ABILITIES

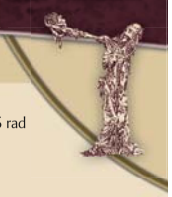
Dual Brain Auto save against daze, stun, and charm effects that save ends.

Double Actions Rolls twice for initiative and can take 2 full sets of actions each turn.

STR +13 (25) | CON +12 (22) | DEX +6 (10) | INT +7 (13) | WIS +12 (23) | CHA +8 (15)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Corruption Corpse
MEDIUM NATURAL ANIMATE (UNDEAD) — LEVEL 4 ARTILLERY



AC 17 | FORT 16 | REF 14 | WILL 14 | HP/Bloodied 46/23

INIT +3 | SPD 4

Senses Perception +3; darkvision

Immune disease, poison **Resist** 10 nec **Vuln** 5 rad

Regen 5 (rad dmg negates 1 rd)

ATTACKS

(+) **Slam** +8 vs AC; 1d6+3

↷ **Mote of Corruption** Rg 10; +7 vs Ref; 2d6+2 nec AND weakened (save ends)

LIMITED POWERS

⇜ **Death Burst** At 0 hp; burst 1; +7 vs Fort; 2d6+3 nec

ABILITIES

Grave Stench aura 1; living enemies, -5 atk.

STR +5 (16) | CON +5 (16) | DEX +3 (13) | INT -1 (4) | WIS +3 (12) | CHA -2 (3)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Minotaur Warrior
MEDIUM NATURAL HUMANOID — LEVEL 10 SOLDIER

AC 26 | FORT 27 | REF 21 | WILL 23 | HP/Bloodied 106/53

INIT +7 | SPD 6

Senses Perception +14

ATTACKS

(+) **Battleaxe** +16 vs AC; 1d10+6 AND marked

↓ **Goring Charge** On charge, +17 vs AC; 1d6+6 AND prone

LIMITED POWERS

↓ **Ferocity:** At 0 hp; (+) atk.

STR +11 (23) | CON +9 (18) | DEX +5 (10) | INT +4 (9) | WIS +7 (14) | CHA +6 (13)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Hobgoblin Warcaster
MEDIUM NATURAL HUMANOID (GOBLIN) — LEVEL 3 CONTROLLER (LEADER)

AC 17 | FORT 13 | REF 15 | WILL 14 | HP/Bloodied 46/23

INIT +5 | SPD 6

Senses Perception +4; low-light vision

ATTACKS

(+) **Staff** +8 vs AC; 1d8+1

LIMITED POWERS

↓ **Shock Staff** *Rchg* 4. +8 vs AC; 2d10+4 lgt AND dazed 1 rd

↷ **Force Lure** *Rchg* 5. Rg 5; +7 vs Fort; 2d6+4 force AND slide 3

⇜ **Force Pulse** *Rchg* 6. Blast 5; +7 vs Ref; 2d8+4 force AND push 1 AND prone, half dmg only on miss

ABILITIES

Hobgoblin Resilience Reaction, when suffers an effect save can end; save against triggering effect.

STR +2 (13) | CON +3 (14) | DEX +3 (14) | INT +5 (19) | WIS +4 (16) | CHA +2 (13)

D&D ROLEPLAYING STATS — Illus. Adam Gillespie

Sharn Redcloak
MEDIUM NATURAL HUMANOID (HUMAN) — LEVEL 2 SOLDIER

AC 18 | FORT 14 | REF 15 | WILL 13 | HP/Bloodied 36/18

INIT +6 | SPD 6

Senses Perception +2

ATTACKS

(+) **Longsword** +10 vs AC; 1d8+3

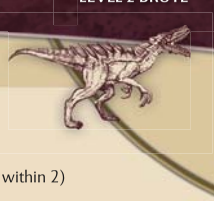
(↷) **Longbow** Rg 20/40; +9 vs AC; 1d8+3

Pincer Attack Ally flanking with this creature deals +10 dmg.

STR +3 (14) | CON +2 (12) | DEX +4 (17) | INT +1 (10) | WIS +2 (12) | CHA +1 (10)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

Guard Drake
SMALL NATURAL BEAST (REPTILE) — LEVEL 2 BRUTE



AC 15 | FORT 15 | REF 13 | WILL 12 | HP/Bloodied 48/24

INIT +3 | SPD 6

Senses Perception +7

Immune fear (while ally within 2)

ATTACKS

(+) **Bite** +6 vs AC; 1d10+3 (1d10+9 while ally within 2)

STR +4 (16) | CON +5 (18) | DEX +3 (15) | INT -3 (3) | WIS +2 (12) | CHA +2 (12)

D&D ROLEPLAYING STATS — Illus. David Griffith

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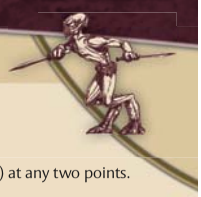
Quickling Runner

SMALL FEY HUMANOID — LEVEL 9 SKIRMISHER



AC 24 | FORT 20 | REF 24 | WILL 20 | HP/Bloodied 96/48

INIT +13 | SPD 12 | CLB 6

Senses Perception +7; low-light vision

ATTACKS

⨺ **Short Sword** +14 vs AC; 1d6+7

↓ **Quick Cuts** Standard; move 12, 2 ⨺ atks (at -2) at any two points. Can't use while immob or slowed.

LIMITED POWERS

Fey Shift Standard; shift 10.

Maintain Mobility *Rchg 4* Minor; if immob. end that condition.

ABILITIES: +4 AC against opp atks.

SKILLS: Acrobatics +21, Bluff +9, Stealth +16

STR +3 (9) | CON +7 (16) | DEX +11 (24) | INT +6 (14) | WIS +7 (17) | CHA +4 (10)

D&D ROLEPLAYING STATS — Illus. Christopher Burdett

Crazed Kuo-Toa

MEDIUM NATURAL HUMANOID (AQUATIC) — LEVEL 5 SKIRMISHER

AC 19 | FORT 16 | REF 15 | WILL 18 | HP/Bloodied 64/32

INIT +6 | SPD 5 | SWM 7

Senses Perception +2; darkvision

ATTACKS

⨺ **Spear** +10 vs AC; 2d6+2

Death Rage +2 atk and +5 dmg while bloodied.

LIMITED POWERS

↓ **Bloodbath** *Rchg* when missed by atk. +10 vs AC; 4d6+2

ABILITIES

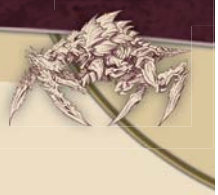
Slick Maneuver Move, only while adj to enemy; shift to any other square adj to that enemy.

STR +4 (15) | CON +5 (16) | DEX +4 (15) | INT +0 (7) | WIS +2 (10) | CHA +7 (20)

D&D ROLEPLAYING STATS — Illus. Christopher Burdett

Kruthik Hive Lord

LARGE NATURAL BEAST (REPTILE) — LEVEL 6 ELITE CONTROLLER (LEADER)



AC 22 | FORT 21 | REF 20 | WILL 17 | HP/Bloodied 148/74

INIT +7 | SPD 6 | BRW 3 | CLB 6

Senses Perception +4; low-light vision, tremorsense 10

Resist save +2

ATTACKS

⨺ **Claw** +11 vs AC; 1d10+5

✧ **Acid Blast** Blast 5, enemies only; +9 vs Fort; 1d6+4 acid AND ongoing 5 acid AND weakened (save ends both)

Hive Frenzy aura 2; kruthik allies deal double dmg with ⨺ atks.

LIMITED POWERS: **Action Point** 1

STR +8 (20) | CON +7 (18) | DEX +7 (18) | INT +0 (4) | WIS +4 (12) | CHA +3 (10)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Deathcap

MEDIUM OBVIOUS MAGICAL COMBAT COMPLICATION — LEVEL 3 BLASTER HAZARD

AC 14 | FORT 11 | REF 11 | WILL 11 | HP/Bloodied 40/–

INIT see text | SPD –

Senses touch trigger

Resist object

Disarm Nature DC 20 (1 success)

LIMITED POWERS

✧ **Cloud of Spores** Burst 3; +6 vs Fort; ongoing 5 poison

Death Burst At 0 hp; *cloud of spores*

STR – (–) | CON – (–) | DEX – (–) | INT – (–) | WIS – (–) | CHA – (–)

D&D ROLEPLAYING STATS — Illus. Jeffrey Carlisle

Troglodyte Brute

MEDIUM NATURAL HUMANOID (REPTILE) — LEVEL 7 BRUTE

AC 19 | FORT 19 | REF 15 | WILL 17 | HP/Bloodied 100/50

INIT +5 | SPD 5

Senses Perception +6; darkvision

ATTACKS

⨺ **Claws** +10 vs AC; 3d6+4

LIMITED POWERS

↓ **Tooth and Claw** *Rchg* 5. 3 atks, +10 vs AC each; 1d6+4. If target bloodied by this atk, ⨺ atk against it.

ABILITIES

Troglodyte Stench Aura 1; living enemies have -2 atk.

STR +7 (18) | CON +8 (20) | DEX +5 (15) | INT +1 (6) | WIS +6 (16) | CHA +3 (11)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

Kruthik Adult

MEDIUM NATURAL BEAST (REPTILE) — LEVEL 4 BRUTE

AC 17 | FORT 14 | REF 15 | WILL 13 | HP/Bloodied 67/33

INIT +6 | SPD 6 | BRW 3 | CLB 6

Senses Perception +4; low-light vision, tremorsense 10

ATTACKS

⨺ **Claw** +8 vs AC; 1d10+3

Gnashing Horde aura 1; 2 dmg to each enemy.

LIMITED POWERS

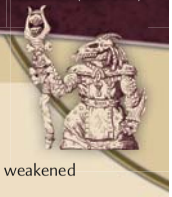
✧ **Toxic Spikes** *Rchg* 5. Rg 5; 2 diff targets, +7 vs. AC each; 1d8+4 AND ongoing 5 poison AND slowed (save ends both)

STR +5 (17) | CON +5 (17) | DEX +6 (18) | INT -1 (4) | WIS +3 (12) | CHA +1 (8)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Troglodyte Curse Chanter

MEDIUM NATURAL HUMANOID (REPTILE) — LEVEL 8 CONTROLLER (LEADER)



AC 23 | FORT 22 | REF 17 | WILL 22 | HP/Bloodied 93/46

INIT +5 | SPD 5

Senses Perception +13; darkvision

ATTACKS: ⨺ **Staff** +11 vs AC; 1d8+2

⨺ **Claw** +11 vs AC; 1d4+2

✧ **Poison Ray** Rg 10; +11 vs Fort; 1d6+5 poison AND weakened (save ends)

LIMITED POWERS: ✧ **Cavern Curse** *Rchg* 3. Rg 5; +11 vs Fort; ongoing 5 nec and slowed (save ends both)

✧ **Chant of Renewal** Burst 5; bloodied allies regain 15 hp.

✧ **Tunnel Grace** *Rchg* 4. Minor, 1/rd; burst 10; troglodyte allies have +5 spd 1 rd.

ABILITIES

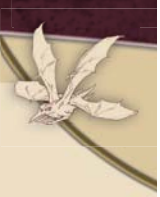
Troglodyte Stench aura 1; living enemies have -2 atk.

STR +6 (15) | CON +9 (21) | DEX +5 (12) | INT +4 (10) | WIS +8 (18) | CHA +6 (14)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

Stirge Drone

SMALL NATURAL BEAST — LEVEL 1 LURKER



AC 15 | FORT 12 | REF 13 | WILL 10 | HP/Bloodied 22/11

INIT +7 | SPD 2 | FLY 6(Hv)

Senses Perception +0; darkvision

ATTACKS

⨺ **Bite** +6 vs. AC; 1d4 dmg AND grabbed AND ongoing 5 damage (until escape). While grabbing, this creature has +5 AC/Ref and can't atk.

STR -1 (8) | CON +0 (10) | DEX +3 (16) | INT -5 (1) | WIS +0 (10) | CHA -3 (4)

D&D ROLEPLAYING STATS — Illus. Jeffrey Carlisle

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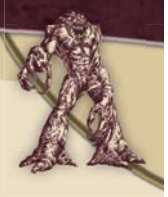
Web Golem

LARGE NATURAL ANIMATE (CONSTRUCT) — LEVEL 9 ELITE CONTROLLER



AC 25 | FORT 25 | REF 21 | WILL 23 | HP/Bloodied 200/100

INIT +5 | SPD 6

Senses Perception +6; darkvision

Resist 10 all; save +2 **Vuln** 10 fire

ATTACKS: ⊕ **Stinging Claw** Reach 2; +12 vs Fort; 2d6+5 AND ongoing 5 poison

LIMITED POWERS: **Action Point** 1

Web Rampage *Rchg* 6. Standard; move at least 3, then *poison web spray*. All creatures moved through are immob 1 rd.

✧ **Poison Web Spray** *Rchg* when *web rampage* recharges. Blast 3; +12 vs Fort; 2d6+5 AND ongoing 10 poison

ABILITIES

Inexorable Can move through enemies.

Ponderous Can't shift.

STR +7 (16) | CON +9 (20) | DEX +5 (12) | INT +0 (3) | WIS +6 (15) | CHA +3 (8)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Dire Bear Mauler

LARGE NATURAL BEAST — LEVEL 11 ELITE BRUTE

AC 25 | FORT 25 | REF 22 | WILL 23 | HP/Bloodied 276/138

INIT +8 | SPD 8

Senses Perception +9

Resist save +2

ATTACKS

⊕ **Claw** Reach 2; +15 vs AC; 2d8+6

↓ **Maul** Standard; 2 ⊕ atks AND secondary atk if both hit

Secondary Atk +13 vs AC; grabbed

↓ **Ursine Crush** Grabbed target; automatic 4d8+6

LIMITED POWERS: **Action Point** 1

STR +11 (23) | CON +9 (18) | DEX +8 (16) | INT +1 (2) | WIS +9 (18) | CHA +8 (16)

D&D ROLEPLAYING STATS — Illus. Tomàs Giorello

Girallon

LARGE NATURAL BEAST — LEVEL 10 BRUTE

AC 23 | FORT 21 | REF 23 | WILL 21 | HP/Bloodied 128/64

INIT +10 | SPD 8 | CLB 4

Senses Perception +13

ATTACKS

⊕ **Claws** Reach 2; +12 vs AC; 2d6+3

↓ **Rending Arms** 4 ⊕ atks, same target; +5 dmg if 2 hit, +10 if 4 hit.

SKILLS: Stealth +15

STR +8 (17) | CON +9 (18) | DEX +10 (21) | INT +1 (2) | WIS +8 (16) | CHA +5 (10)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Iron Dragon Prowler (Adult)

LARGE NATURAL MAGICAL BEAST (DRAGON) — LEVEL 11 SOLO LURKER

AC 29 | FORT 27 | REF 28 | WILL 27 | HP/Bloodied 555/111

INIT +14 | SPD 7 | FLY 7(Hv)

Senses Perception +7; darkvision

Resist 20 lgt; save +5

ATTACKS: ⊕ **Bite** Reach 2; +16 vs AC; 2d6+5 + 2d6 lgt

↓ **Claw** Reach 2; +14 vs AC; 1d10+5

↓ **Double Atk** Standard; 2 claw atks. **Cbt Adv** +2d6 dmg

Lightning Field aura 1; 10 lgt to creatures starting turn in area.

LIMITED POWERS: **Action Points** 2

✧ **Frightful Presence** Burst 5, enemies only; +12 vs Will; stunned 1 rd. *Aftereffect* -2 atk (save ends).

✧ **Breath Wpn** *Rchg* 5. Burst 10; +15 vs Ref; 4d6+2 lgt AND pull 3

✧ **Bloodied Breath** Reaction, when first bloodied; *breath wpn.*

Speed Surge *Rchg* 3. Personal; +2 spd (all modes) until end of turn.

SKILLS: Stealth +15

STR +7 (15) | CON +7 (15) | DEX +10 (20) | INT +7 (14) | WIS +7 (14) | CHA +5 (11)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

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